payment of a one month extension fee accompanies this Preliminary Amendment and associated RCE. Please enter the following amendments and remarks.

IN THE CLAIMS

Please amend the claims as follows. All pending claims after this amendment are listed below for the convenience of the Examiner. Claims amended by the Amendment are indicated as such.

1.   In a computer system, a method of detecting input device support of a screen element of a graphical user interface comprising:

examining a runtime version of a screen element of a graphical user interface to detect an ability to process an input device's events;

automatically identifying said screen element as supporting said input device when input device-handling program code is associated with said screen element; and

automatically examining a superclass class definition of said screen element's class definition if said class definition of said screen element is not identified as supporting said input device.

2.   The method in accordance with claim 1 including the step of marking said screen element when said input device-handling capability is identified.

3.   The method in accordance with claim 1 including the step of modifying the look of said screen element when said input device-handling capability is identified.

4.   The method in accordance with claim 1 wherein said examining step is performed during a construction process of said screen element.

5.   The method in accordance with claim 1 wherein said runtime version of said screen element comprises a version of a class definition of said screen element.

6.   The method in accordance with claim 5 including the step of examining a superclass class definition of said screen element's class definition if said class definition of said screen element is not identified as supporting said input device.

7.   The method in accordance with claim 1 wherein said examining step comprises examining one or more interface declarations associated with said screen element.

8.   The method in accordance with claim 7 wherein said interface declaration is contained in an implements clause.

9.   The method in accordance with claim 1 wherein said examining step comprises determining whether said screen element has delegated processing of said input device's input to other program code and identifying said screen element as supporting an input device when said input is so delegated.

10.   (Amended) In a computer system, a method of determining input device support of a screen element of a graphical user interface comprising:

examining a class definition of a screen element of a graphical user interface to detect an ability to process an input device's events, wherein said examining is performed without execution of said class definition; and

automatically identifying said screen element as supporting input device input if said class definition includes a method supporting said input device's input.

11.   In a computer system, a method of determining input device support of a screen element of a graphical user interface comprising:

examining a class definition of a screen element of a graphical user interface to detect an ability to process an input device's events;

automatically identifying said screen element as supporting input device input if said class definition includes a method supporting said input device's input; and

examining a class definition of a superclass of the screen element if said class definition of said screen element does not include said method.

12.   The method in accordance with claim 10 wherein said examining step is performed at runtime.

13.   The method in accordance with claim 10 including the step of marking said screen element if said class definition includes a method supporting said input device's input.

14.   The method in accordance with claim 10 wherein said examining step includes determining if said screen element has delegated processing of said input device's input to other program code and identifying said screen element as supporting said input device if said processing is so delegated.

15.   (Amended) A computer program product comprising a computer usable medium having computer readable program code embodied therein for detecting input device support of a screen element of a graphical user interface comprising:

computer readable program code configured to cause a computer to examine a runtime version of said screen element of a graphical user interface without executing said runtime version of said screen element; and

computer readable program code configured to cause a computer to automatically identify said screen element as supporting an input device when input device-handling program code is associated with said screen element.

16.   The computer program product in accordance with claim 15 wherein said computer readable program code is further configured to mark said screen element when said input device-handling capability is identified.

17.   The computer readable program product in accordance with claim 15 wherein said computer readable program code is further configured to examine one or more interface declarations associated with said screen element.

18.   (Amended) A computer comprising:

a display for displaying at least one screen element of a graphical user interface;

at least one input device; and

a detector configured to examine a runtime version of said screen element, without executing said runtime version of said screen element, to automatically identify whether said

screen element supports said input device by determining whether input device-handling program code is associated with said screen element.

19.   The computer in accordance with claim 18 wherein said detector comprises program code readable by a processor of said computer.

20.   The computer in accordance with claim 18 wherein said detector is configured to examining one or more interface declarations associated with said screen element to determine if said code is associated with said screen element.

21.   (Amended) In a computer system, a method of detecting input device support of a screen element of a graphical user interface comprising:

automatically examining a runtime version of code associated with a screen element to detect an ability to process events associated with input devices, wherein said automatic examination is performed without executing said runtime version of code associated with said screen element;

automatically determining at runtime whether said screen element delegated processing of said events associated with said input devices to other program code; and

automatically examining said runtime version of code associated with said screen element to detect a declaration of program code that is indicative of support associated with said screen element for a given input device, wherein said automatic examination is performed without executing said runtime version of code associated with said screen element.

22.   In a computer system, a method of detecting input device support of a screen element of a graphical user interface comprising: